## REMARKS

This Amendment B responds to the Office Action mailed August 10, 2005. A three-month extension of time to and including February 10, 2006 in which to file this response is hereby respectfully solicited. By accompanying papers, payment of the fee for this extension of time is made.

All the claims stand rejected in view of Wishoff U.S. Patent 6,144,376; Hicok U.S. Patent 6,266,753; Leftwich Publication Number 2003/0037336; and Kenworthy U.S. Patent 5,852,443 and other references, secondarily applied. These references have been discussed extensively by the applicants in Amendment A filed April 10, 2005, and in the helpful expression of the Examiner's views in the Office Action mailed August 10, 2005.

In response, claims 1 and 10, the only independent claims presented, have been amended to more precisely define Applicant's invention. As described more precisely and extensively at page 13 of the Specification, applicant's invention utilizes a processor and a unique method to store texture maps in a first memory so that the maps can be further processed and manipulated as rapidly and effectively as possible. In accordance with the invention, the amount of available memory in a first, preferred, memory is calculated; and the amount of available memory in a second memory is also calculated. Any number of texture maps to be processed are received and analyzed to determine their respective sizes. The maps sizes are then compared to the amount of available memory in the first memory. Next, the maps are selected so as to store the maximum number of maps in that first memory. The remaining maps are sent to the second memory. If the remaining maps will take up more

memory than is available in the second memory, those remaining maps are compressed and the compressed texture maps are stored in the first memory.

Applicants respectfully maintain that this unique and valuable system and method are not disclosed or suggested in the cited references. For example, applicants' specification describes, and the claims call for, dealing with excessively large amounts, numbers and sizes of texture maps and data in a unique way: if the texture maps are so numerous and so large in their aggregate that they cannot be stored in the first memory and the second memory, they are compressed and stored in the first memory. In contrast, Wishoff '376 appears to suggest, in column 6, simply purging those images from the system.
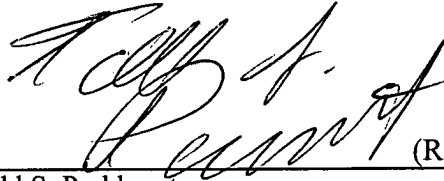
As the Examiner implies, a combination of at least four references was required to reject the previously presented claims. Applicants respectfully maintain that a combination of four references--none of which include a suggestion to combine--is improper hindsight. Moreover, that combination of four references, or any combination of references, however involved or convoluted, does not disclose or even suggest applicant's novel method of combining and adding the size of the texture maps so as to store the maximum number of texture maps in the preferred first memory.

Accordingly, applicant respectfully submits that the claims, as now presented, define patentable subject matter. Since the application appears otherwise in condition for allowance, and early action to that effect is earnestly solicited.

If the Examiner believes that a discussion of this application, the claims and the references would assist in moving the application to allowance, the Examiner is respectfully invited to contact the undersigned attorney.

Respectfully submitted,

Date:  February 10, 2006         _____ (Reg. #26,494) _____

Todd S. Parkhurst
**HOLLAND & KNIGHT LLP**
131 S. Dearborn, 30th Floor
Chicago, Illinois  60603
Tel:  (312) 263-3600
**Attorney for Applicant**

OIPE
FEB 1 0 2006
PATENT & TRADEMARK OFFICE
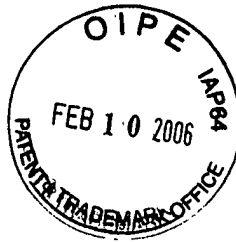
## CERTIFICATE OF MAILING

I hereby certify that this correspondence is being deposited with the United States

Postal Service as Express Mail on  February 10, 2006 in an envelope addressed to:

**Mail Stop RCE**
**Commissioner for Patents**
**P.O. Box 1450**
**Alexandria, Virginia  22313-1450**

_____
Attorney for Applicants

# 3578195_v1